

**In the Claims:**

1. (Currently Amended) A method of caching a part of digital content data from a content source, comprising the steps of:

acquiring the digital content data from the content source, the digital content including I-frames and non-I-frames, characterized in that said part of the digital content data comprises including interleaved segments of the acquired digital content data;[[,]]

separating the I-frames from the non-I-frames to generate a block of multiple I-frames that includes temporally disparate I-frames;

caching the block of separated I-frames;

flushing ones of the separated I-frames as a function of a current playback location;

caching a portion of the digital content data that includes both the I-frames and the non-I-frames;

accessing the cached digital content data, including both I-frames and non-I-frames, in response to a standard play mode; and

~~said interleaved segments of the acquired digital content data are cached in a first memory, thereby allowing for fast~~

accessing the cached block of I-frames in response to a trick play mode to said part of the digital content data.

2. (Currently Amended) A method according to claim 1, wherein the digital content data are digital audio and/or video data and wherein the block of separated I-frames includes I-frames from both before and after a current playback position.

3. (Currently Amended) A method according to claim 1, ~~characterized in that~~ wherein the method further includes comprises playing back the digital content data stored on the content source, and that the storing of said interleaved segments the block of I-frames takes place at or after replay.

4. (Currently Amended) A method according to claim 1, ~~characterized in that~~ wherein the number of I-frames in the cached block storing of the interleaved segments depends on parameters, ~~which at least take account for that include at least a probability~~ of replay and/or an acquisition time.
5. (Original) A method according to claim 1, characterized in that the digital content data are video data in MPEG format and that the interleaved segments of the acquired digital content data are I-pictures.
6. (Previously presented) A method according to claim 1, characterized in that each of the interleaved segments of the acquired digital content data is a continuously acquired part of the digital content data from the content source.
7. (Currently Amended) A method according to claim 1, ~~characterized in that the method further comprises~~ further including the steps of caching a contiguous first part of the digital content data, that includes both the I-frames and the non-I-frames, in a second memory, which contiguous part of the digital content data is suitable for and  
accessing the cached data when acquisition of the content data is interrupted use  
as anti-shock buffer data.
8. (Currently Amended) A method according to ~~any of the claim 7, characterized in that the first memory and the second memory are comprised~~ wherein the steps of caching are implemented in a single memory circuit.
9. (Previously presented) A method according to claim 1, wherein the content source is a storage medium.
10. (Previously presented) A method according to claim 1, wherein the content source is a remote source and wherein the acquisition of the digital content data comprises receiving the digital content data over a network.

11. (Currently Amended) A device for caching a part of digital content data including I-frames and non-I-frames and interleave segments and from a content source, comprising:

a receiver to acquire the digital content data from the content source,  
~~characterized in that the device further comprises first memory arranged to cache interleaved segments of the acquired digital data, thereby allowing for fast access to said part of digital content data~~

a processor configured and arranged to

separate the I-frames from the non-I-frames to generate a block of multiple I-frames that includes temporally disparate I-frames;

cache the block of separated I-frames;

flush ones of the separated I-frames as a function of a current playback location;

cache a portion of the digital content data that includes both the I-frames and the non-I-frames;

access the cached digital content data, including both I-frames and non-I-frames, in response to a standard play mode; and

access the cached block of I-frames in response to a trick play mode.

12. (Original) A device according to claim 11, wherein the digital content data are digital audio and/or video data.

13. (Currently Amended) A device according to claim 11, ~~characterized in that~~ wherein the device further comprises components to play back the stored digital content data ~~cached on the first memory, and the first memory is adapted~~ device is configured and arranged to cache said interleaved segments at or after replay.

14. (Currently Amended) A device according to claim 11, ~~characterized in that the~~ cached part of wherein the amount of cached digital content is determined in dependence on parameters ~~taking account for~~ that include a probability of replay and/or an acquisition time.

15. (Currently Amended) A device according to ~~any of the~~ claim 11, characterized in that the digital content data are video data in MPEG format and that the interleaved segments of the acquired digital content data are I-pictures.

16. (Currently Amended) A device according to claim 11, ~~characterized in that each of wherein the receiver is configured and arranged to continuously acquire the interleaved segments of the acquired digital content data is a continuously acquired part of the digital content data~~ from the content source.

17. (Currently Amended) A device according to claim 11, ~~characterized in that the device further comprises wherein the device is configured and arranged to use a second memory suitable as an anti-shock buffer, which second memory are adapted for by~~ caching of a contiguous part of the digital content data, ~~which contiguous part of the digital content data~~ that is suitable for use as anti-shock buffer data.

18. (Currently Amended) A device according to claim 17, ~~characterized in that the first memory and the second memory are comprised~~ wherein the processor is configured and arranged to perform said caching in a single memory circuit.

19. (Previously presented) A device according to claim 11, wherein the content source is a storage medium.

20. (Previously presented) A device according to claim 11, wherein the content source is a remote source, and wherein the receiver is adapted to receive data over a network.